



Dwellings of Eldervale

THE Ghosts OF Eldervale

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Solo Gameplay for Dwellings of Eldervale

The Ghosts of Eldervale have haunted these ruins for thousands of years. Now disturbed by unwelcome intruders, they will not go quietly.

To thwart the invaders, the Ghosts hide Treasures, haunt Realms with Ghostly Dwellings, and if need be, banish the living to the Underworld!



Introduction

Gameplay is very similar to a two-player game, but your opponent is not a living person. Instead, you play against The Ghosts of Eldervale.

The Ghosts take turns determined by a deck of cards. They carry out some actions differently from a living player, and follow some special rules.

Components



1 Ghosts of Eldervale Mat



1 Watcher Meeple



24 Ghost Cards

Game Setup

Start by choosing a Faction for yourself and setting up a 2 player game. Use the Element of your faction plus 3 additional Elements (a total of 4).



Elements Used



Starting Realms



Starting Map

Put your VP Marker on the **1 VP space of the VP track**. You are the first player.

Once the game is set up, perform the following additional steps. First set up the Ghosts of Eldervale mat, preferably using the Black or White player components.

Notice that Ghosts don't summon Units. All of the Ghost Units are placed in the three Zones of the Ghosts' Ready Area at the bottom of the mat.

Ghosts Setup



Element Tokens

Before setting up the Realms, draw one Treasure token of each Elemental type being used in this game to set on the Ghost Mat. Each token is taken from the stack that will be moved to Eldervale last.



On the Ghost Mat, choosing randomly, put the four drawn tokens face down on the leftmost space of each of the four rows designated for Treasure Tokens. Any future tokens gained by the Ghosts will be put face down on the leftmost space of the row that already contains tokens of the same type.

Ghost Cards

Shuffle the Ghosts of Eldervale deck, then draw 3 Ghost cards and put them face up, one below each of the three "Action Zones" that divide the Ghost Units Ready Area. These three cards are the possible actions for the Ghosts' next turn.



Magic Cards

Take the top five Magic cards from the deck to form the Ghosts' starting hand. Do not look at these cards. Put them face down beside the Ghosts' player mat.

Starting Doorway Card

Roll a d6. Find the number rolled on the icons on the left side of the Ghost Mat. The number corresponds to one of the four elements in the game, based on the token in that row.



Take the Doorway card matching the Element you rolled and use it to start the Ghosts' pile of Adventure Cards. Reveal the next card in that Adventure Card deck.

Ghostly Markers and Watcher

Put one of the Ghosts' player markers on the first space of the Elemental Power Track matching its starting Doorway card.



Put one Ghost player marker on the **2 VP space of the Victory Point Track**. Put another Ghost player marker on the starting space of the **Glory Track**.



Set the other three Power Markers aside until the Ghost gains Elemental Power in other Elements.

Set the **Watcher** beside Eldervale.

Special Rules

Peaceful Beginning

Like a standard game of Dwellings of Eldervale, there is a peaceful beginning, with no Battles occurring until both player markers are on the Glory Track, however, the marker for the Ghost marker begins on the Glory Track.

Resources

Ghosts only use one resource: Magic Cards. Magic Cards gained by the Ghosts are placed face down in the Ghosts' "hand." They have **no maximum hand size**, and never actually use Magic cards.

When Ghosts take Treasure tokens, they **do not gain resources**, the tokens are placed on their mat. (See "Placing a Ghost Unit in an Elemental Realm," pg 6.)



When the Ghosts would gain a resource, they always gain a Magic card instead of the indicated Resource. If the Ghosts must discard a resource, they will discard a Magic Card.

Unique Ghost Rules:

Ghosts do not gain Swords or any other benefit when moved to the Underworld, instead, they score VP for Units in the Underworld when Regrouping (see "Ghost Regroup," pg 6).

Ghosts do not need to pay any resources for the actions they take such as Dwelling or gaining Adventure cards.

Opponent

Some faction powers and other effects refer to your opponent. The Ghosts are an Opponent. They also count as a "player" for purposes of card effects.

No Tableau

The Ghosts will acquire Adventure Cards during the game, but they have no need for a Tableau. The Adventure cards acquired by the Ghosts do not confer any powers or abilities, and Ghosts **do not perform Tableau actions** on their Regroup turns.

These cards do not need to be spread out on the table unless you have a need to see them or use them, such as for the Chaos Sorcerer or the Buccaneer's Cutlass.



The Watcher

The Watcher is a passive spirit that does not interact with the living, it simply observes. The Watcher wanders around Eldervale, following the living player's moves, and determines the Realms in which the Ghosts will take actions. The Watcher is not a Unit. It does not move in any other way, does not take part in Battles, and is not affected by any spells or abilities.

Moving the Watcher: On your turn, immediately after you place one of your Units in Eldervale, move the Watcher to the same Realm in which you placed your Unit. You do not move the Watcher on a turn when you Regroup.



Ghost Units in Battle

Ghost Units Battle in the same manner as Units controlled by a living player using the same number of dice as typical units.

Ghost Units always join battles in adjacent Realms.

Underworld Power: In each battle that includes Ghost units, the Ghosts also add battle dice for each of their units in the Underworld. For example, if the Ghostly Dragon is in the Underworld, the Ghosts add 3 additional battle dice when Ghosts are doing battle in Eldervale.



Glory Track: When the Ghosts win a Battle, they advance on the Glory Track.



Vanishing Ghosts

Ghosts can place a Worker and then immediately Dwell with that same Worker. This can create a situation where a Battle would be triggered and/or a Monster might Rush. If the Ghost vanishes and there is no one to do Battle with, no Battle occurs.

Ghosts vs. Monsters

Monsters Rush when a Ghost Unit is placed in a Realm adjacent to a Monster, and Monsters will fight against Ghosts. If the Ghosts defeat a Monster, the Ghosts will **always choose to gain Elemental Power**, unless they are already on the top of that particular Elemental Power track.

Unique Ghost Rule:

Monster powers that cause Units to be sent to the Underworld do not affect Ghosts.

Ghost Choices

If the Ghosts must choose an Element, such as which Elemental Power to gain, or which type of Adventure card to gain, roll d6 and use the result to check the icons on the left side of the Ghost Mat. If the result would not allow the Ghosts to gain Elemental Power, roll again, and take the new result.

If there is a choice to do Battle, the Ghosts will always choose to do Battle (such as against the Winged Serpent.)

If there is another choice not described here, such as where to add a Realm tile, the Living Player makes the choice for the Ghosts.

Orbs

Whenever the Ghosts gain an Orb, it is immediately moved to the leftmost space of the Orb Rewards. The Ghosts gain the benefit of that space. If the Ghosts gain resources other than Magic Cards from an Orb reward, they instead gain 1 VP per resource they would have gained.



Ghost Turns

After each of your turns, the Ghosts take a turn.

- Select Action Zone:** Roll 1d6. The result determines which of the three **Action Zones** will be used by the Ghosts.
- Place Unit or Regroup:** If there is at least one Unit in the Zone, then play the card beneath the Zone, and for placement, use the leftmost Unit in the Zone. If there are no Units in this Zone, instead of playing the card, the Ghosts will Regroup.



Resolving a Ghost Card

Each Ghost card will indicate the action(s) to be taken by the Ghosts, and effects. Each card will include the placement of a Unit, but might also include actions such as constructing a Dwelling, taking Adventure cards from the Dungeon boards, Placing a Realm tile, a Curse, or other effects.

Resolve each ghost card in the following sequence:

- Place a Ghost Unit in the indicated Realm.
- If the Ghost placed in an Elemental Realm, it takes a Treasure token.
- Resolve Card Effect(s), if any
- Put the card in the discard pile and draw a new card to replace it.

Place a Ghost Unit

Take the leftmost Ghost Unit from the Action Zone, and place it in the Realm indicated by the icons on the card. Usually the icons will depict that a Unit should be placed in a **Realm adjacent to the Watcher, or in the same Realm as the Watcher**, but sometimes it will mean placing a Unit into a specific Realm.

If no Realm exists in the indicated location, instead place the Unit in the same Realm as the Watcher. (Continued next page.)



Place a Ghost Unit (continued)

This placement action is similar to when a living player places a Unit. **The placement of a Ghost Unit triggers Battle** in the same manner as other Units.

Unique Ghost Rule:

Ghosts ignore placement restrictions such as the requirement to place adjacent and the limitations on placing in occupied Realms.

Placing a Ghost Unit in an Elemental Realm

If there is one stack of Treasure tokens in the Realm, the Ghost takes the top token of the stack. If there are two stacks, the Ghost takes the top token from the leftmost stack. If there are no stacks remaining in the Realm, the Ghosts gain one Magic card.

Each newly acquired Treasure token is set face down in the leftmost available space of the row designated for that element. Setting tokens on certain spaces of these rows will earn rewards for the Ghosts.



Placing Treasure Tokens onto the Ghost Mat

When a Treasure token is gained by the Ghosts, it is put on the leftmost available space of the row that already contains a token of that Element. These tokens are always put face down.

If put on a Glory Track icon , the Ghosts' gain 1 Glory, and the indicated reward on the Glory Track. If a treasure token is put on a Magic Card icon , draw one Magic Card to add to the Ghosts' hand. If the token is put on an Adventure Card icon , the Ghosts gain the next Adventure Card of the same element as the newly placed token.



Placing a Ghost Unit in a Ruin

If a Ghost Unit is placed in a Ruin, simply place the Unit, but do not perform the Ruin's action. When the Ghosts Regroup, each Ghost unit in a Ruin earns them VP (see "Ghost Regroup" right).



How Ghosts Construct Dwellings

Some cards will indicate that a Ghostly Dwelling will be constructed. The Ghosts will attempt to construct a Dwelling in the Watcher's Realm if possible. If not, the Ghosts will attempt to construct a Dwelling in a Realm adjacent to the Watcher. The diagram on the card shows the order of where to check for an available worker to Dwell.



- Dwell in the Watcher's Realm:** If both the Watcher and a Ghostly Worker are in an Elemental Realm that does not already contain a Dwelling, use one of the Ghost Rooftops to turn one of the Ghost Workers in that Realm into a Dwelling.
- Dwell Adjacent to the Watcher:** Check adjacent Realms to see if there is a Realm that contains a Ghost Worker, and does not contain a Dwelling. If there is more than one such Realm, choose the Realm that is first in clockwise order beginning at the top right. (See diagram above.)

If the Ghosts build a Dwelling, they gain VP in the same manner as a living player, and advance on the appropriate Elemental track. If there are no Workers in any position that can Dwell, the Ghosts do not construct a Dwelling.

Gaining an Adventure Card

When the Ghosts gain an Adventure card they advance on the appropriate Elemental power track. If due to placing Treasure tokens on the Ghost mat, the Element of that row determines which Adventure card to take.

When the Ghosts gain an Adventure card due to an icon on a Ghost card, roll a die and look at the icons on the left side of the Ghost mat to determine the Element type.

The Ghost takes the next card from the appropriate Adventure deck. Flip over the next card to replace the card that was taken.



Example: Ghost Action



When there are no units in the rolled Zone: Regroup



On the Ghost's turn, you roll a d6 and get a 4, which activates Action Zone 2. The Ghosts have at least 1 Unit in this Zone, so they place it adjacent to the Watcher as shown on the card.



Next, the Ghosts attempt to construct a Dwelling. They first check the Watcher's current Realm. There is a Ghostly Worker there, but you have already built a Dwelling, so the Ghosts cannot build a new one.



The Ghosts then check the adjacent Realms, beginning with the top right hex (relative to you) marked with a '2' on the card. No Ghostly Worker is in that Realm.



Moving clockwise around the Watcher, the next adjacent Ghostly Worker is in the position '3' Realm on the card — to the right of the Watcher. There is no Dwelling here, so the Ghosts build a Dwelling.



The Ghosts advance 1 space on the Chaos track and score 4 VP for adjacent Dwellings and Ruins. The Ghosts' turn is now over, so the Ghost Card in Action Zone 2 is discarded and a new one is drawn to replace it.

Example: Ghost Regroup



On the Ghost's turn, you roll a d6 and get a 6, which activates Action Zone 3. The Ghosts have no Units in this Zone, so instead of taking actions they will Regroup.

The Ghosts first score 2 points for each Ghost Unit in a Ruin. For example, if they are Regrouping from the Portal and the Mage Tower, they would score 4 points.



The Ghosts next score 1 victory point for each of their Units in the Underworld. For example, if they have 3 Workers, a Dragon and a Wizard in the Underworld, that is 5 VP for the Ghosts!



Lastly, the Ghosts remove all Units from Eldervale and the Underworld and return them to the Ghost mat. The Ghost Warrior, Dragon and Wizard return to their exact zone. For Ghost Workers, put these on the lowest number possible. For example, with only 3 Workers returning, Zone 2 would get the second worker for the "2" marked on the first icon.



The Ghosts turn is now over. Since they did not use the Ghost Card, it is not discarded.

Ghost Regroup

If the Ghosts activate an Action Zone where they have no Units, they will instead Regroup.

Resolve a Ghost Regroup turn in the following sequence:

1. The Ghosts score **2 VP** for each Ghost Unit in a Ruin.
2. The Ghosts score **1 VP** for each Ghost Unit in the Underworld.
3. Return all Ghost Units to the Ghosts' Ready Area.
4. Arrange the Ghostly Workers so they are on the lowest numbered Worker spaces available.



When there are no units in the rolled Zone: Regroup

End Game Scoring

The living player scores normally.

The Ghosts score the following:

- ★ **Elemental Power:** Score positions of the Ghost's Player Markers on each Elemental track.
- ★ **Dwellings:** Like a living player.
- ★ **Adventure Cards:** Unlike a living player, the Ghosts score all of their Adventure Cards, regardless of the number of Dwellings they have.
- ★ **Magic Cards:** The Ghosts score **1VP** for each Magic Card in their hand of any kind.



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